
BATTLE of BRITAIN
WARGAMERS
SERIES
CLASSIC
CONFLICTS

INTRODUCTION

Battle of Britain has been designed with both the experienced wargamer and the complete novice in mind. For the experienced player we have included a campaign game, which as far as possible portrays an accurate representation of the actual Battle of Britain.

For the novice wargamer we have included both a training game which we hope will be a suitable initiation and a Blitzkrieg game in which he will find many of the elements of an arcade game. Ardent arcade players will also find they have not been forgotten. For them we have included optional action sequences in which the player can fly a Spitfire in aerial combat or fire an anti-aircraft gun in ground to air situations.

LOADING:

Cassette Versions: Load using the normal commands for your machine, ie:

CBM 64	—	SHIFT & RUNSTOP
SPECTRUM	—	LOAD''''
AMSTRAD CPC	—	CTRL & ENTER

Disk Versions: Use the following commands:

AMSTRAD	—	RUN''~~TE~~ B.CB
CBM 64	—	LOAD''TE'',8,1/RUN

Getting Started

Once loaded, follow the screen prompts to select the style of game you want to play.

There are three main options:

Training Game: this is designed to get you into the mechanics of the game without putting you under too much pressure.

Blitzkrieg: a one day game where the Luftwaffe have been programmed to give you as hard a time as possible.

Campaign: played over 30 days of the actual battle and as historically accurate as possible within the constraints of game play.

Additionally there are optional arcade style screens should you wish to use them.

THE MAP

At the top of the screen is a message line for giving you warnings etc. below this is an updated loss counter and the current time and date. Further down you will see the REPORT BOX. Moving the white square (COM BOX) over a unit will display information in the REPORT BOX:

FTR — gives the number ot fighters in a unit.

BMB — the number of bombers.

FUE — shows the amount of fuel an RAF unit has. All units start with 115 minutes of flying time. More fuel is used in combat.

AMO — reads either 1 for yes or 0 for no. It is assumed that all the ammunition is used once the unit has been in conflict.

RAD — displays the number of planes in a Luftwaffe unit whilst over the sea and in a working radar zone.

RADAR STATIONS

Press R to display the current radar coverage.

AIRFIELDS

There are 9 airfields available to you. Move the COM BOX over one and press fire. The AIRFIELD SCREEN will now be displayed.

At the top of the screen just below the airfield name is the status display — either operational or non-operational.

The list of squadrons on the 'field are now shown together with their status — ready or refuelling. At the bottom of the screen is the runway condition — clear or cratered. If cratered you are liable to take losses on landing. Below this is the weather — in heavy rain your refuelling time will be longer. Fog closes the airfield.

LAUNCHING A SQUADRON

Enter the AIRFIELD SCREEN and move the arrow (flashing bar on Spectrum) to the squadron of your choice — it must be READY — and press fire. The squadron will now be scrambled and you will return to the map screen.

MOVING A SQUADRON

Put the COM BOX over a unit and press fire. The COM BOX is now a cross. Move the cross to where you want the unit to go and press fire again. The unit will now move to that point.

COMBAT

The RAF will (if they have ammunition) attack any Luftwaffe unit they are adjacent to. Both units will flash when in combat. If you have selected to play the game with action se-

quences, at this point you will be asked to "SELECT WHICH BATTLE?". Move the COM BOX over one of your units in combat and press the fire button. You will now be flying a Spitfire in aerial combat. If a Luftwaffe unit is attacking a ground target, it will also flash at the time of attack and you will similarly be asked to select a battle. Move the COM BOX over the flashing Luftwaffe unit, press fire button and you will be in control of an anti-aircraft gun. (Not available on Spectrum versions due to memory limitations). These sequences directly affect the outcome of any combat.

LANDING A SQUADRON

To land a squadron move it directly over an airfield and it will automatically land there if it can. If the field is unoperational or there are already 4 squadrons on the airfield it will not land and a message will appear. You must move the sqaudron to another airfield unless you command an existing squadron to take off.

END OF DAY

At the end of a day in any of the 3 games, a score screen is displayed. This shows the number of aircraft lost on either side, the number of successful Luftwafte attacks and your command ability in percent.

In addition, on the Campaign game you are given an overall rating for the game so far.

To leave the score screen press the space bar (ENTER on Spectrum). In the Campaign game this will take you to the RESUPPLY SCREEN, in the other games it will take you back to the main menu.

RESUPPLY SCREEN (Campaign Game Only)

This screen is for allocating your overnight reinforcements. At the top is the new pilots calibre. This will vary from excellent to poor as the campaign progresses in an attempt to reflect the loss of experienced pilots and their replacements having little or no combat experience. Their combat effectiveness will obviously decrease.

Below this you will see the list of squadrons, their current number of aircraft and their location. Those squadrons in red are below full strength, those in blue are at full strength and the white one is the position of the cursor. Pressing fire will take one from the reserve at the top and add it to the "white" squadron. Moving the joystick up or down moves the cursor correspondingly. You can have a maximum of 15 planes in one squadron.

Press the space bar (ENTER on Spectrum), to leave this screen and return to the campaign menu. You will note the date has now changed. Pressing 3 will continue the campaign.

UNIT LIST

Squadron	Type	Location
234	Spitfire	Middle Wallop
609	Spitfire	Middle Wallop
87	Hurricane	Middle Wallop
213	Hurricane	Middle Wallop
602	Spitfire	Tangmere
17	Hurricane	Tangmere
43	Hurricane	Tangmere
1	Hurricane	Northolt
79	Hurricane	Biggin Hill
501	Hurricane	Biggin Hill
54	Spitfire	Hornchurch
111	Hurricane	Bebden
257	Hurricane	Debden
19	Spitfire	Duxford
310	Hurricane	Duxford
66	Spitfire	Coltishall
74	Spitfire	Coltishall
242	Hurricane	Coltishall

PAUSE

To pause any game press P. PAUSE will appear in the DATE/TIME BOX. The COM BOX can still be moved but you will not be allowed to move or control a unit. To start playing again, press P again.

TO ESCAPE

To return to a menu at any time (except during the action sequences), press ESC (Amstrad) or F1 (CBM 64). (Space on Spectrum).

TACTICS

There are three main objectives you should keep in mind whilst playing Battle of Britain:

1. Maintain the RAF as an effective fighting force.
2. Inflict losses on the Luftwaffe.
3. Defend your cities. The sight of massed bomber raids over your cities in daylight will not endear you to the civilian population.

CONTROLS

On the Amstrad and CBM 64 versions of this game, use a joystick. The Spectrum version is compatible with KEMPSTON/PROTEK/+2 joystick interfaces or you can use the following keys:

Q = UP
A = DOWN
I = LEFT
O = RIGHT
N = FIRE